AMENDMENTS TO THE CLAIMS

IN THE CLAIMS:

A complete set of claims is provided below.

Please amend Claims 3 and 7 as follows:

1. (Original) A method for arbitrating use of a network medium to avoid collisions caused by multiple nodes attempting to transmit data on the network medium at the same time, said method comprising the steps of:

listening to a network medium to determine if said medium is active or inactive;

establishing an active network server if said medium is inactive; and

using centralized token passing for access to a said medium when said medium is active, said centralized token passing controlled by said active network server.

2. (Original) The method of Claim 1, wherein said active network server maintains a lineup card that lists one or more active client nodes.

A1

3. (Presently Amended) The method of ~~Claim 1~~ Claim2, wherein said active network server passes a token to a selected client node, said selected client node being one of said one or more active client nodes listed on said lineup card.

4. (Original) The method of Claim 3, wherein said selected node is allowed to transmit data on said network medium only when said selected node has said token.

5. (Original) The method of Claim 3, wherein said selected node is removed from said lineup card when said node has been inactive for a period of time.

6. (Original) The method of Claim 3, wherein a new client node requests insertion on said lineup card by using spitting on the bus algorithm.

A2

7. (Original) The method of Claim 1, wherein a presence of ~~said~~ a datagram is detected by matching a specified preamble and length sequence.

8. (Original) The method of Claim 1, wherein access to said medium is provided by a media access control layer.

9. (Original) The method of Claim 8, wherein said media access control layer provides control structures to implement a spare receive buffer large enough to hold a Media Access Control Header.

10. (Original) The method of Claim 9, further comprising the step of sending a BUSY response from a receiving node to a transmitting node when said receiving node is swamped with previous packet requests.

11. (Original) The method of Claim 1, further comprising the step of issuing an auto-announce packet when a new node enters the network.

12. (Original) The method of Claim 1, wherein a preferred server node becomes said active server node in response to a wake-up algorithm.

13-27 (Canceled)